

Abstract of the Invention

An electronic amusement device and a method for operating the device are disclosed. The device conducts a game of chance that preferably incorporates game
5 elements that change and expire during the game. The device performs the steps of generating and displaying a subject game element having a first class. The step of displaying includes displaying an indicia of the first class. The device further assigns a second class to the subject game element, and displays the subject game element, thereby displaying an indicia of the second class.